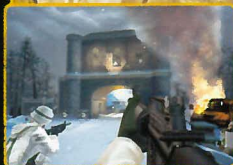
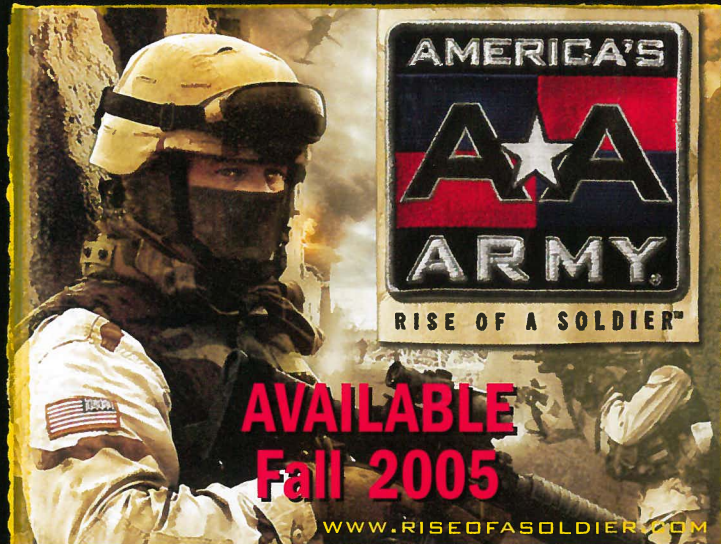


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XBOX LIVE



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GHOST RECON

SUMMIT 2 STRIKE



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Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Xbox Live®

Take Tom Clancy's Ghost Recon 2 Summit Strike™ Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time while you play.

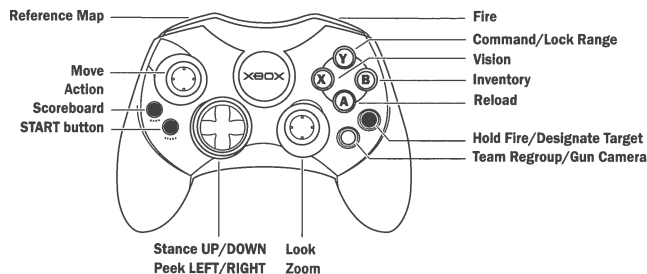
Downloadable Ghost Recon 2 Summit Strike Content

If you are an Xbox Live subscriber, you can download the very latest content (such as new maps and game types) to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

Game Controls



- **Move:** The left thumbstick will control lateral movement (forward, back, sidestep left and right.) In Lone Wolf mode, this movement will control the placement of the gun.
- **Action:** Clicking the left thumbstick will allow the player to interact with objects in the environment (use fixed MGs, open resupply points, clamber over objects, medic, weapon swapping)

- **Stance Up/Down:** Up and down on the directional pad will allow a player to switch between the three stances (upright, crouched, and prone). A double tap up or down will cause the character to go straight from standing to prone, and vice versa. When the gun camera is active, the up and down will control the movement of the gun relative to the character.
- **Peek Left/Right:** Left and right on the directional pad will allow a player to peek in that direction. When the gun camera is active, the left and right will control the movement of the gun relative to the character.
- **Scoreboard:** Pressing the BACK button will toggle the scoreboard on and off.
- **Fire Button:** Pressing the right trigger will cause the currently selected weapon to fire. If the item currently selected is not a weapon, it will allow various actions (place/detonate a claymore, etc.). If the weapon is currently empty, the weapon will reload.
- **Command/Lock Range Button:** Pressing this button will give a dynamic order to your team. The dynamic order given is determined by what the reticle is pointing at, and can include: advance (default for terrain), demo, destroy vehicle, etc. Holding the button will pop up a directional menu with suppress, flank left, flank right, and hold position orders. Once the menu is up, pressing the D-pad in a direction will select that order. Releasing the button will close the menu. Some options may be grayed out, depending on current target. Selecting that direction on the D-pad will simply close the directional menu with no effect. In Lone Wolf mode, this button will toggle the range lock on/off for airburst grenades.
- **Look:** The right thumbstick will allow the player to look up and down, and turn his character to the left and right.
- **Zoom:** Clicking the right thumbstick will cycle through the zoom modes on the currently selected weapon. Zooming in will disable the third person view while the player is zoomed in.
- **Reference Map:** Left trigger will call up a reference map of the play space, along with the roster cards showing the team status. The map will stay up as long as the left trigger is held.



- **Reload Button:** Pressing this button will cause your gun to reload. Holding the button will pop up a directional menu with reload, single shot, three-round burst, and full auto rates of fire. Once the menu is up, pressing the D-pad in a direction will select that option. Releasing the button will close the menu. Some options may be grayed out, depending on the weapon or item. Selecting that direction on the D-pad will simply close the directional menu with no effect.
- **Inventory Button:** Pressing this button will cause you to cycle between primary and secondary weapons. Holding the button will pop up a directional menu with each of the four inventory slots shown. Once the menu is up, pressing the D-pad in a direction will select that option. Releasing the button will close the menu. Some options may be grayed out, depending on the weapon or item. Selecting that direction on the D-pad will simply close the directional menu with no effect.
- **Vision Button:** Pressing this button will toggle night vision on and off. Once the menu is up, pressing the D-pad in a direction will select that option. Releasing the button will close the menu. Some options may be grayed out, depending on the weapon or item. Selecting that direction on the D-pad will simply close the directional menu with no effect.
- **Regroup/Gun Camera:** Pressing this button will give a regroup command. In Lone Wolf mode, this button will toggle the gun camera on/off.
- **Hold Fire/Designate Target:** Pressing this button will toggle the hold fire command on/off. In Lone Wolf mode, this button will designate vehicles for destruction.
- **START Button:** Pressing this button will call up the in-game Start menu.

Directional Menus

Command Button:

D-pad up:	Suppress
D-pad right:	Flank right
D-pad left:	Flank left
D-pad down:	Hold position



Inventory:

D-pad up:	Primary weapon select
D-pad right:	Mission specific equipment select
D-pad left:	Grenades/explosives select
D-pad down:	Secondary weapon select

Reload:

D-pad up:	Select single shot
D-pad right:	Select burst fire
D-pad left:	Reload
D-pad down:	Select full auto

Vision:

D-pad up:	Night vision
D-pad right:	Objectives toggle on/off
D-pad left:	Range finder toggle on/off
D-pad down:	IFF toggle on/off

What Is Ghost Recon 2 Summit Strike?

In Ghost Recon 2 Summit Strike, you play Captain Scott Mitchell, leader of an elite U.S. Army unit known as the Ghosts. When unrest in Central Asia surges out of control, Mitchell must lead his troops into the fray. Armed with top-of-the-line equipment, you'll be facing enemy soldiers on a variety of battlefields. Be warned: In the world of Ghost Recon, one shot can kill.

Main Menu

When you start the game, you'll see the Main Menu. You can scroll through the following choices:

- **Options:** Select system options to customize your play experience.
- **Single-Player:** Start a single-player game.
- **Multiplayer:** Enter or host a multiplayer game.
- **Sign In:** Sign in to Xbox Live and access the Online Features menu.



- **Profile:** Create, edit, or activate a user profile.
- **Credits:** View the game credits.

Use the D-pad to scroll through your choices and the **A** button to select the one you want.

Options

From the Options screen, you can set various preferences for how Ghost Recon 2 Summit Strike will look on your Xbox® video game system. Use the D-pad to highlight the option you wish to change, then press left and right to modify the settings. Press the **A** button to accept all changes.

Profile

Your profile contains your history and character, a record of your gameplay stats and advancement, and the way you appear in multiplayer games. You can have multiple profiles on an Xbox system, but only one can be active at a time. The active profile will register stats and advancement as you play.

To select a profile, scroll through the list using the D-pad, then press the **A** button to accept. To create a new profile, press the **X** button. To delete a profile, highlight it and press the **Y** button.

Creating a Profile

The first step in creating a profile is naming it. Use the left thumbstick to select letters on-screen and the **A** button to accept them. Use the triggers to scroll through the available character sets. When you're done naming your profile, let go of the left thumbstick. The word "Accept" will appear in the center of the screen. Press the **A** button to accept the profile name.

Once you select a profile, the following set of choices appears on-screen:

- **Activate:** Makes the selected profile the active one.
- **Appearance:** Allows you to swap out the soldier character you'll be using in multiplayer play.
- **Controller Setup:** Lets you choose a control scheme.
- **Special Features:** Allows you to look at unlocked special content, including images and movies.
- **Game Options:** Allows you to set in-game options, including Auto Aim, Invert Look, Vibration Function, and View.
- **Rename Profile:** Allows you to rename your profile.

Changing Your Appearance

You can change the character you use in multiplayer gameplay. Select a profile, then use the D-pad to scroll to Appearance and press the **A** button. You'll see a gallery of character models you can view. Use the D-pad to scroll through the character slot choices. You can also press the **X** button to view alternate uniforms and models. The slot you choose shows the set of models you'll use in the game, depending on which uniform the host picks. Select the character slot you want and press the **A** button to choose it.

Single-Player

Selecting Single-Player starts play with you against the AI. There are several single-player choices available:

- **Training:** Training teaches you the game skills you'll need to succeed. You can also go back to it to practice anytime.
- **Campaign:** The campaign is the continuing story of the game. You can save your progress in the campaign and pick it up again later.
- **Quick Mission:** A quick mission is a single mission that you play by itself. Any unlocked mission is available for quick mission play. The following game types are available in Quick Mission mode:
 - **Mission:** Replay the original campaign mission.
 - **Defend:** Hold your position against waves of oncoming enemies.
 - **Firefight:** Take out all the enemies on the map.

- **Lone Wolf:** Use high-tech equipment and take on the mission solo.
- **Recon:** Try to move stealthily through the map, completing objectives without alerting any enemy soldiers.
- **Helo Hunt:** Defend yourself against enemies in helicopters.
- **Profile:** You can also access your profile from the Single-Player menu.

Campaign

The campaign follows the Ghosts on their assignment from beginning to end. The campaign also tracks your progress and any extras you've unlocked as you play. You can have as many campaigns as you want, but only one can be active at a time. Progress recorded in one campaign doesn't affect any others.

You can either start a new campaign or select an existing one, picking up your progress where you left off. Each new campaign must be named, and you'll also need to set its difficulty – Normal or Hard. You can't change difficulty once it has been set.

Quick Mission

When you select Quick Mission, a list of available game types will appear on-screen. Select the one you want and you'll see a list of maps available for that game type. You can page through them with the D-pad and make your selection by pressing the **A** button. Select your difficulty level. You'll then be taken to the action phase.

The Action Phase

The action phase is where you actually get to play the game. You won't automatically fail a mission if team members go down, but it will make the mission more difficult.

Equipment Setup

The first thing you do in the action phase is select the gear you'll take on the mission. To change the default loadout, use the D-pad to choose a slot. Scroll through the choices for that slot with the D-pad. Press the **A** button to accept your choice. When you're done, press the **A** button again to get into the action.



Radar

Reticle

Squad Indicator

Weapon Indicator

Fire/Stance/Health

The HUD

Once the game has started, the Heads-Up Display (HUD) appears. The elements of the HUD provide information about the game world:

- **Reticle:** This shows where your shots are going. The longer you aim without moving before firing, the closer your reticle pips will be to the center and the more accurate your shots will be. The reticle also changes color when it passes over a friendly soldier.
- **Squad Indicator:** This tells you the current health of your squad and its current order. Each squad member is represented by a box. The color of the box indicates his or her health – green for healthy, yellow for wounded, red for needing a medic, and grey for out of the action.
- **Radar:** The circular radar screen is centered on you. It sends out a pulse every time a new enemy is detected. This gives you the relative positions of friendly troops and enemies. Enemy units appear red on the radar screen. Friendly units are green, while the other Ghosts show up as blue. An objective highlight also appears on the radar, indicating the direction of your next goal.
- **Weapon Indicator:** This shows your current weapon and ammo count, along with your reserve ammo count. To the right is your rate-of-fire (ROF) indicator. The more bullets shown, the higher your ROF.
- **Stance and Health Indicator:** This is a box colored like your squad health indicators, but with a silhouette in it. The silhouette shows your current stance, while the box around it indicates your health status.

- **Fire Indicator:** These appear around your reticle when enemies are firing on you or your allies. The location of the indicator indicates the direction the fire is coming from.
- **Objective Indicator:** Sometimes you'll see a highlight over a target or section of terrain. This is your Objective Indicator. It leads you to the next goal in your mission. There's also a pip on your radar indicating the direction of the next objective.

Zoom

To zoom in on a target at a distance, click the right thumbstick. Your view automatically goes to the view you'd see through your weapon's sights. To zoom back out, click the right thumbstick again. Some weapons don't have a zoom mode. Others have multiple levels of zoom. Cycle through them by clicking the right thumbstick multiple times.

Playing the Game

Basic Movement

By default the left thumbstick controls your movement, while the right thumbstick controls where you look. How you move depends on your stance. Each stance has its benefits and drawbacks. Upright lets you move the fastest, but you present the largest target and have the least accuracy. You move more slowly when crouched, but are a smaller target and have better aim. Prone gives you the best accuracy, but also the slowest movement. You can fast-crawl while prone, but you cannot fire while doing so.

To change stance, press up or down on the D-pad.

Roll

To roll, move the left thumbstick all the way left or right while prone. This lets you cover ground while presenting a smaller target to enemies.

Peek

Peeking allows you to look around corners without exposing your entire body to fire. To peek, press left or right on the D-pad. Release the D-pad to go back to normal stance.

Shoot

To fire your weapon, pull the right trigger. Depending on your ROF, holding the trigger down may cause you to fire repeatedly.

ROF

ROF determines how many bullets your weapon fires when you pull the trigger:

- **Single Shot:** One bullet per trigger pull.
- **Three-Round Burst:** Three bullets per trigger pull.
- **Full Auto:** As long as you hold the trigger down, you'll keep firing.

Not all weapons have every ROF available. To change your ROF, press and hold the **A** button. Use the D-pad to select the ROF you want.

Reload

To reload your weapon, tap the **A** button. This swaps out your current magazine for another one. The game automatically loads the one with the most ammo left.

Grenades

You can determine how hard you throw a grenade. Pull in and hold the right trigger until the indicator fills completely to get a full throw, or hold it briefly for a light toss. Be careful – a short toss leaves you in the blast radius of the grenade, so you'll want to take cover, fast.

Change Weapons

Not every weapon is appropriate for every situation. Tapping the **B** button swaps your current weapon for your primary weapon. If your primary weapon is active, swapping will equip you with your secondary weapon.

Select Weapon/Equipment

Select Weapon allows you to pick the weapon or equipment item you want from your full arsenal. To bring up Select Weapon, press and hold the **B** button. A radial menu will appear on-screen, with icons for each of your equipped items. Select an item by using the D-pad.

Night Vision

To turn night vision on or off, tap the **X** button.

Select HUD Options

A few of the HUD options can be toggled on or off, depending on your preference:

- **Objective Indicator:** Toggles the objective indicators on or off.
- **Range Finder:** Toggles the range finder on or off.
- **IFF:** Toggles the Identify Friend or Foe (IFF) indicator on or off. With IFF on, allied soldiers and friendly units have a blue triangle over them in the HUD.

To select HUD options, press and hold the **X** button. Use the D-pad to select the option you want to change.

Reference Map

Pull and hold the left trigger to bring up the reference map. This gives you a top-down view of the mission space. You can use the left thumbstick to navigate the reference map, and click to zoom in and out. On the map, you'll see supply points and objectives. At the bottom of the screen, you'll see a list of current objectives and your squad mates.

Dynamic Command System

As you look around, your reticle will pass over different objects. Some have commands associated with them, and passing over them will cause an order indicator to appear in the lower part of the screen. To order your squad to follow a command, tap the **Y** button.

Commands include:

- **Medic:** Provide field medicine to a teammate who's been wounded.
- **Attack Vehicle:** Attack a particular vehicle.
- **Advance:** Move forward in the specified direction.
- **Plant Demo Charge:** Plant a demo charge at the selected spot.
- **Use:** Use an item.
- **Laze Target:** Designate a target for an air strike.
- **Protect:** Guard any friendly soldiers.

If there is no dynamic command displayed, the **Y** button defaults to advance.

Command Menu

In addition to the dynamic commands, there are set orders you can give your team. Press and hold the **Y** button to bring up the Command menu:

- **Flank Left:** Approach the area ahead from the left.
- **Flank Right:** Approach the area ahead from the right.
- **Hold Position:** Cancel the current order and hold position.
- **Suppress:** Lay down fire in the targeted direction.

There are two orders you can give your team without using the Command menu:

- **Hold Fire:** Press the White button to make the team hold their fire.
- **Regroup:** Press the Black button to have the team reform on your position.

Dynamic Actions

In addition to giving your squad commands, you can perform actions yourself. Icons will appear when you can perform a dynamic action. Move the reticle over the desired target, then click the left thumbstick. The dynamic actions are:

- **Medic:** Patch up a squad member who's been wounded.
- **Use Emplaced Weapon:** Get on a mounted machine gun and use it.
- **Plant Demo Charge:** Plant a demo charge.
- **Swap Weapons:** Swap your primary weapon for one from a downed soldier.
- **Resupply:** Use a supply dump to load up on fresh ammo.
- **Clamber:** Climb over or onto obstacles.

Lone Wolf Actions

When you play in Lone Wolf mode, you trade your team of Ghosts for the following high-tech equipment:

- **Gun Camera:** This lets you use your gun to look around corners and fire without exposing yourself to fire. Activate by pressing the Black button. Use the D-pad to move the camera and the right thumbstick to aim. You can deactivate the gun camera by pressing the Black button again.



- **Ranged Grenades:** These can be set to airburst at a specified range, useful for clearing out enemies behind cover. To use them, you need to lock in a range. When the range finder shows the desired distance, lock it in by tapping the **Y** button. If the grenade hits something before reaching that range, it'll explode on impact. Unlocking the range causes the grenades to detonate on impact.
- **Combined Arms:** Combined arms let you designate targets for air strikes. To use combined arms, put the reticle over the target and press and hold the White button. A missile or other strike will be called in to blow up the target.

Voice Commands

As long as your Xbox Communicator headset is plugged in, you can issue commands by speaking the appropriate command into the attached microphone:

Spoken Command	Order
"Advance"	Advance
"Flank left"	Flank left
"Flank right"	Flank right
"Regroup"	Regroup
"Suppress"	Suppress
"Hold position"	Hold position on
"Demo target"	Plant demo charge
"Laze target"	Laze target
"Use"	Use item
"Medic"	Medic
"Attack vehicle"	Attack vehicle
"Escort"	Escort
"Protect"	Protect
"Hold fire"	Hold fire on
"Weapons free"	Hold fire off



In addition, you can control your character by issuing voice commands instead of using the Xbox Controller:

Spoken Command	Order
"Map"	Map (toggle)
"Reload"	Reload
"Switch"	Switch weapons
"Single shot"	Single shot
"Burst"	Burst
"Full auto"	Full auto
"Primary weapon"	Equip primary weapon
"Secondary weapon"	Equip secondary weapon
"Mission weapon"	Equip mission specific weapon/rocket
"Explosive"	Equip grenades/explosives
"Night vision"	Night vision (toggle)
"Action"	Action (dynamic)

Pause

You can pause the game by pressing the START button. This brings up a menu of choices that affect game state. The choices vary depending on where you are in the game.

AAR

After you finish a mission, you'll be taken to the After Action Review (AAR) screen. This shows you your mission statistics and score. The higher your score, the more points you have for unlocking extras. You can toggle between your stats and the squad stats by pressing the **Y** button. From here, you can also choose to replay a mission, load your last saved game, or proceed.

Save and Load

To save a game, press the START button and then select Save from the menu. To save a game, you'll either need to give it a new name or use the current one. Using an existing name overwrites the saved game. You can have as many saved games on your Xbox console as space permits, and you can load a saved game from any profile.





To load a saved game, press the START button and select Load. A list of available campaigns and saved games will be shown. Scroll through this list with the D-pad and select the game you want to load with the **A** button. Doing so will interrupt your current game and load the selected one instead.

Campaign vs. Saved Game

Loading a campaign starts you at the beginning of the first unfinished mission and automatically saves your progress through the sequence of missions. Loading a saved game starts you at the point in the mission where the save was made. Games can be saved anywhere in a mission and activated from any profile.

Xbox Live Sign-In

Selecting Sign In from the Main Menu lets you connect to Xbox Live. This will record your scores and make Xbox Live features available to you. If you have enabled Auto Sign-In on your Xbox system, you will automatically be signed in when you start the game.

Once you activate your Xbox Live account, you'll have access to the Online Features menu, which includes the following options:

- **Friends:** Lets you access your Xbox Live Friends List.
- **Players:** Lets you see a list of players from your current Xbox Live play session and provide feedback on them or invite them to become a friend.
- **Team:** Allows access to team features. You can only belong to one team at a time. If you're not on a team, this appears as Create Team.
- **Leaderboards:** Shows you how you're doing compared to other players, and who the best of the best are.
- **Download Content:** Lets you download new content for Ghost Recon 2 Summit Strike.
- **In-Box:** Allows you to read and respond to various messages that you can receive while signed in to Xbox Live.
- **Competitions:** Set up, join, or play in an online tournament if you are a member of a team.
- **Sign Out:** Sign out of Xbox Live.



Leaderboards

Ghost Recon 2 Summit Strike supports leaderboard functionality. There are several weighted, skill-based leaderboards. These show all players and are updated as you play on Xbox Live. Your ranking on these leaderboards changes according to your performance against other players. You can access the leaderboards by using the Online Features option in the Main Menu.

Teams

A team is a group of players on Xbox Live who enjoy playing and competing together. Teams are eligible to compete in competitions, whereas players who aren't on a team are not. You can access teams by using the Online Features option in the Main Menu.

Creating a Team

If you're not currently part of a team, Create Team will appear on the Online Features menu. Selecting this allows you to create your own team. Creating a team automatically makes you the team's General, but you can only belong to one team at a time.

To name the team, use the radial keyboard on-screen the same way you did when naming a profile. Press the **A** button to save the name and create the team.

Team Roster

The Team Roster screen shows you who's on your team, by rank. From here, you can go to the Team Functions screen by pressing the **A** button.

Managing a Team

The Team Functions screen allows you to organize your current team, though some functions are only available to team officers. The activities you can perform include the following:

- **Recruit Members:** Invite a new player from your Friends List to join your team.
- **Kick Members:** Remove a player from your team.
- **Promote Captain:** Promote a team member to the rank of Captain.
- **Demote Captain:** Demote a Captain to the rank of team member.
- **Promote General:** Promote a team member to the rank of General. This automatically demotes the current General to Captain.



- **Friend Request:** Send a friend request to someone on your team.

Joining a Team

There are only two ways to join a team: create one, or be invited by a member of an existing team. Accept the invitation, and you become a member of the team.

Competitions

You can join or set up competitions on Xbox Live. Competitions are team-based, requiring the officer of a team to sign the team up for the competition.

You can see which competitions your team is currently signed up for or look for new ones by using the Online Features option in the Main Menu. This will show you a list of all of the competitions your team is currently in. It will also give you a list of available activities, including finding new competitions, playing in any competitions your team is signed up for, and setting up competitions of your own.

Multiplayer

Multiplayer allows you to play with or against other players. You can test your skills in competitions, or work with friends to take on AI challenges.

To start multiplayer play, either as a game host or as a player, select Multiplayer from the Main Menu. This will take you to the Multiplayer menu, where you can choose from the following play modes:

- **Local Play:** Split-screen play on a single Xbox console.
- **System Link Play:** Linked play between two or more Xbox consoles.
- **Xbox Live Play:** Multiplayer gameplay through the Xbox Live service.

You can play split-screen in all three modes.

Local Play

Local play allows up to four players on one Xbox console. In Local Play mode, the screen is divided into four squares, each corresponding to the Xbox Controller a player will be using once play starts. Press the **A** button to activate your Xbox Controller.

System Link Play

System Link play lets you connect several Xbox consoles at a time and play with or against friends. The Xbox consoles need to be linked either directly or through a network hub.

To access System Link play, select it from the Multiplayer menu. Select your profile and you will see a list of available games on your linked network. You can highlight one of these and join by pressing the **A** button, or press the **X** button to create your own game.

System Link Host Options

If you're hosting a System Link game, you can hit the START button to bring up additional options. These include locking teams, making sure that no other players can join, and more.

Xbox Live Play

Choosing Xbox Live play is just like joining System Link play, except that you need to go through the additional step of signing in to your Xbox Live account.

When you sign in to Xbox Live multiplayer, you'll be presented with three options:

- **Create Match:** Create your own game and serve as host. This functions like creating a game in System Link play.
- **Quick Match:** Let the game pick an Xbox Live match for you and get into the action immediately.
- **OptiMatch:** Set up the available options to customize the type of game you wish to play.

Respawning

Some multiplayer games will give you the option of respawning. To respawn, first choose the spawn point you want to reappear at. Use the **A** and **B** buttons to switch between available spawn points. When you pick the one you want, use the right trigger to spawn back into the world.

Observer Mode

Observer mode lets you watch the action through the eyes of another player without playing yourself. You can get into Observer mode between rounds by pressing the **X** button. In a Squad game, this will cycle you through the two teams and Observer mode. In a Solo or Co-op game, this will toggle you between regular and Observer mode.

Creating a Game

Choosing to create your own game brings you to the Server Settings screen. You can scroll through and adjust settings just as you do for Local play. Once you're done, press the **A** button to get to the Game Lobby. If you're hosting the game, you can press the **A** button to launch the game as soon as you're ready to go.

From the Lobby, you can go back to edit your game settings by pressing the **Y** button. Other players can see the settings by pressing the **Y** button, but can't change them. If you would rather observe than play, press the **X** button in the Lobby.

Multiplayer Game Types

A variety of multiplayer game types are available. You can choose to play Co-op, which pits you and your friends against enemy forces, working together to accomplish a goal. In Solo play, every player is out for himself. Squad game types allow groups of players to challenge each other.

The multiplayer game types are:

- **Co-op Defend:** Work with other players to defend your base against AI enemies.
- **Co-op Firefight:** Work with other players to wipe out AI enemies across the map.
- **Co-op Recon:** Work with other players to accomplish recon objectives.
- **Co-op Battle:** Co-op Firefight with respawns enabled.
- **Co-op Garrison:** Co-op Defend with respawns enabled.
- **Co-op Scout:** Co-op Recon with respawns enabled.
- **Co-op Mission:** Play a mission with other players as your squad.
- **Co-op Helo Hunt:** Work with other players to take out enemy helicopters.
- **Co-op Hamburger Hill:** Work as a team to control the central zone while an AI team tries to take it away from you.
- **Solo Seek and Destroy:** The first player to get a kill is the target. Become the target by eliminating the current one. Eliminating the current target earns you points. Get the most points and you win.
- **Solo Hamburger Hill:** Control the center zone for as long as possible. The longer you hold it, the more points you get.
- **Solo Last Man Standing:** Be the last soldier alive on the map.
- **Solo Sharpshooter:** It's every man for himself as you try to rack up the highest body count.
- **Solo Thief:** Steal other players' points by killing them. Each kill gets you half the victim's points.
- **Squad Domination:** Work with your team against other squads to control bases across the map. The longer you hold them, the more points you get.
- **Squad Hamburger Hill:** Work with your team to control the center zone. The longer your team holds it, the more points you get.
- **Squad Last Man Standing:** The last team with someone still alive wins.
- **Squad Search and Rescue:** Work with your teammates against the other squad to bring hostages back to your base. The team that rescues the most hostages wins.
- **Squad Siege:** One team starts out in a defensive position, and the other team must break into their base.
- **Squad Sharpshooter:** Get points by eliminating members of the other squad.
- **Squad Armor Strike:** Work as a team to laze enemy targets and protect your own base.
- **Squad Assassination:** One squad has a VIP to escort while the other tries to take the VIP out. The longer the VIP stays alive, the more points the escort team gets and the more the assassin team loses.
- **Squad Double Siege:** Capture the enemy base while defending your own.
- **Squad Recovery:** Grab the flag and bring it back to your base.

Tom Clancy's Ghost Recon 2 Summit Strike™



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Notes



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